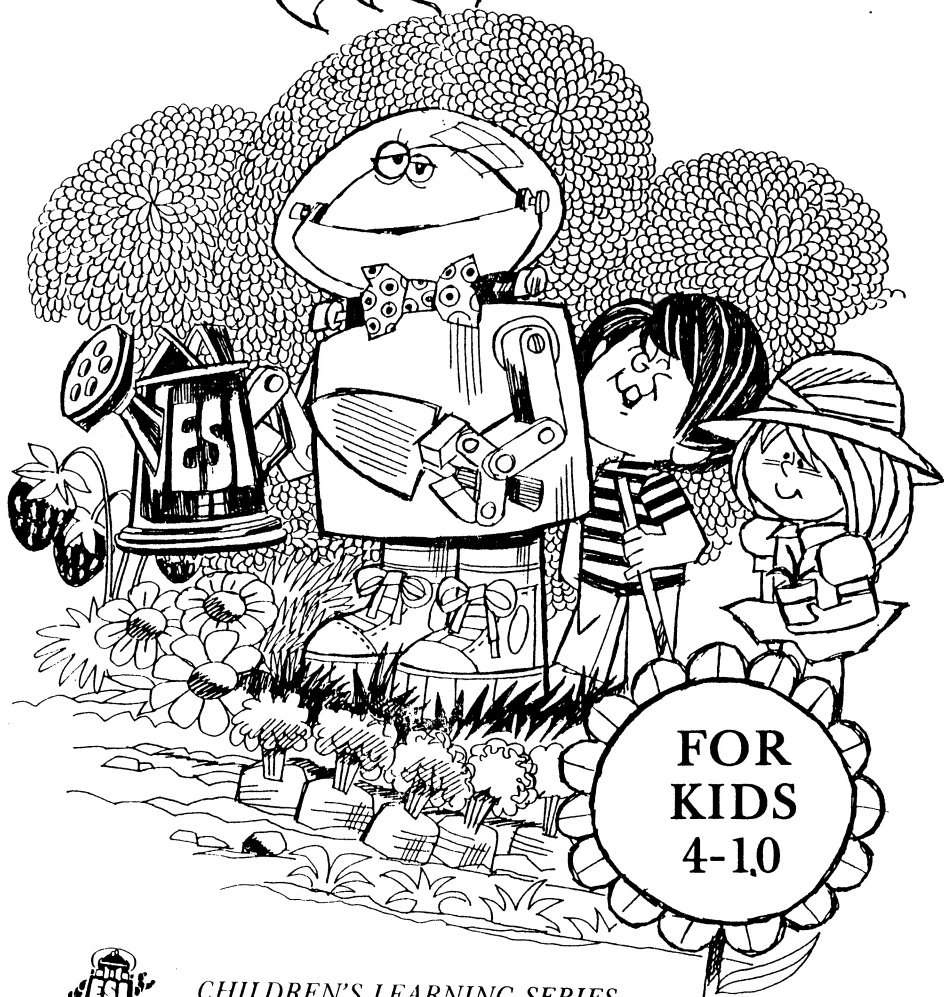
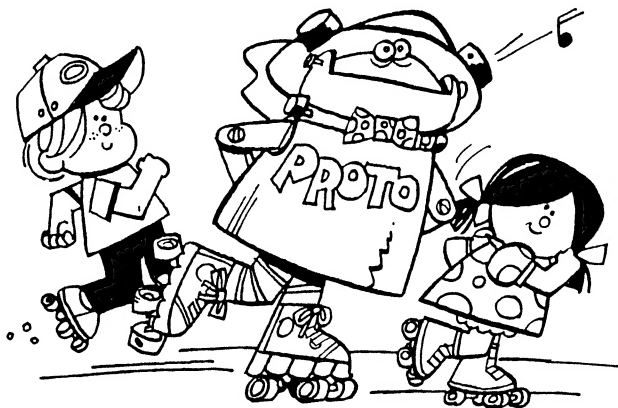


PROTOS FUN DAY

FOR
ATARI
COMPUTERS



CHILDREN'S LEARNING SERIES
EDUCATIONAL SOFTWARE INC.



How to Load

TAPE...

Insert your BASIC cartridge and turn your computer on. Place the tape in your recorder with the label facing up. Make sure the tape is rewound and the counter is reset to zero. Push the **PLAY** button on the recorder and type **RUN "C:"** on the computer followed by pressing the **RETURN** key twice. If the program fails to load, check the positioning of the cassette tape, power to the cassette player, and cable to the computer. You can note the value of the counter when each program begins to load on the lines below. This will make it easier to find each part the next time you run these programs.

Program:

Starts at:

TOY FACTORY
KID STUFF
FLOWER MAGIC

____ 0 ____

DISK...

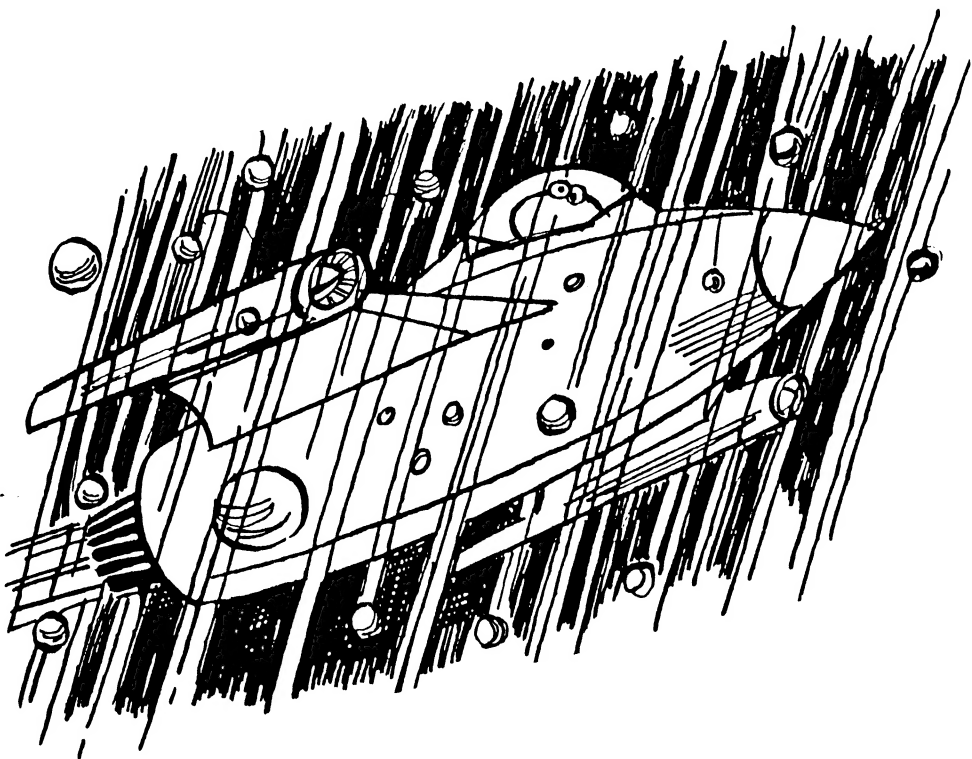
Turn on your disk drive and wait for the busy light to go out. Insert the disk, label up, and with the BASIC cartridge in place, turn the **POWER** switch to the computer **ON**. When the menu comes up, choose one of the three programs by pressing a number 1, 2 or 3.

Note to Parents:

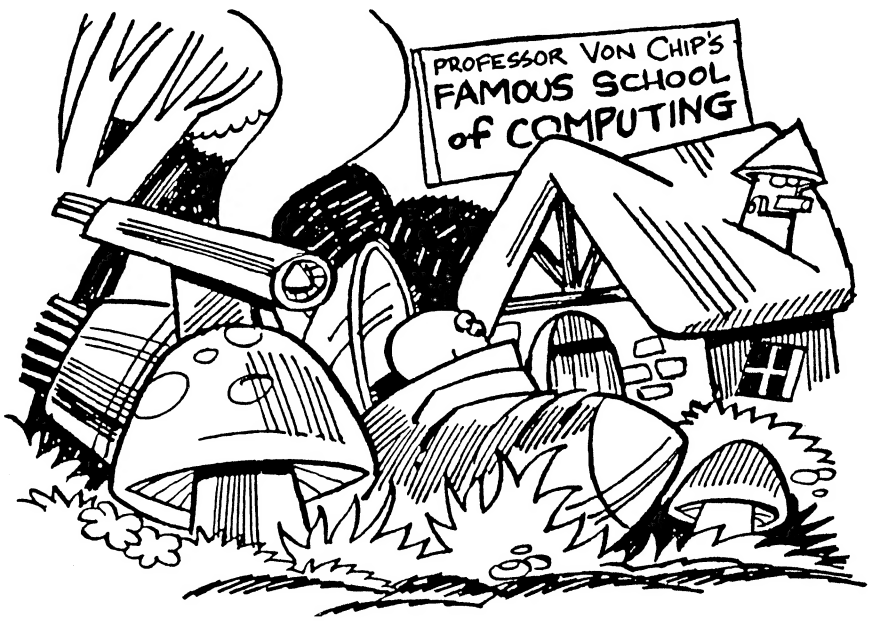
Proto's Fun Day has been designed so children aged 4 to 10 can use them. They will probably need help at first in understanding the controls for each game, and depending on their reading skill levels, may need help with the instructions. Playing these games aids children in their intellectual development. Of course, they'll have lots of fun at the same time. **TOY FACTORY** and **FLOWER MAGIC**, for example, develop hand/eye coordination while **KID STUFF** develops logic, spatial and analytic abilities. We suggest you play the games with your children the first time through to be sure they have 'got the idea', then let them play and discover on their own.



PROTOLOG



Our story begins in a Galaxy not so far away. One day, Proto was on his way to school to learn to use his magic powers and meet new friends. His spaceship was on automatic pilot so he didn't have to worry about driving. While Proto was taking a nap, his spaceship entered a meteor shower which bumped him off course. That is how he ended up landing on earth.



Luckily his spaceship 'KUR-PLUNKT' near Professor Von Chip's famous School of Computer Programming. 'Oh, boy!', thought Proto, 'this must be my school.' Proto soon found that his little space body wasn't used to our gravity, so it was hard for him to get around. Luckily he stumbled across a robot the Professor Von Chip was building. Proto found that he could move quite easily by being inside it.

So that's how Prototype got his name. You see, the robot Professor Von Chip was building was a prototype. Now Proto could go to the Professor's classes to learn new things, and of course, to meet new friends like you.

Ever since Prototype crash landed at Professor Von Chip's computer school he's been very busy. There are so many new things to do on Earth! On school days, Proto always rushes to finish his homework so that he can go out and play with the other kids in the neighborhood. Today he is especially happy, because it is Saturday, his fun day! Like you, Proto doesn't go to school on Saturdays, but instead, does lots of fun things.



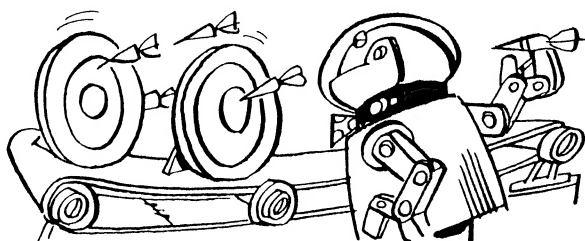
TOY FACTORY

Today you and Proto decide to take a trip to a toy factory to see how your favorite toys are made. When you arrive, the toy painter is just about to take a 'coffee break' so he asks you if you'll take over his job while he's out. Of course, you'd love to paint shiny, new toys so you rush to your new work-station!

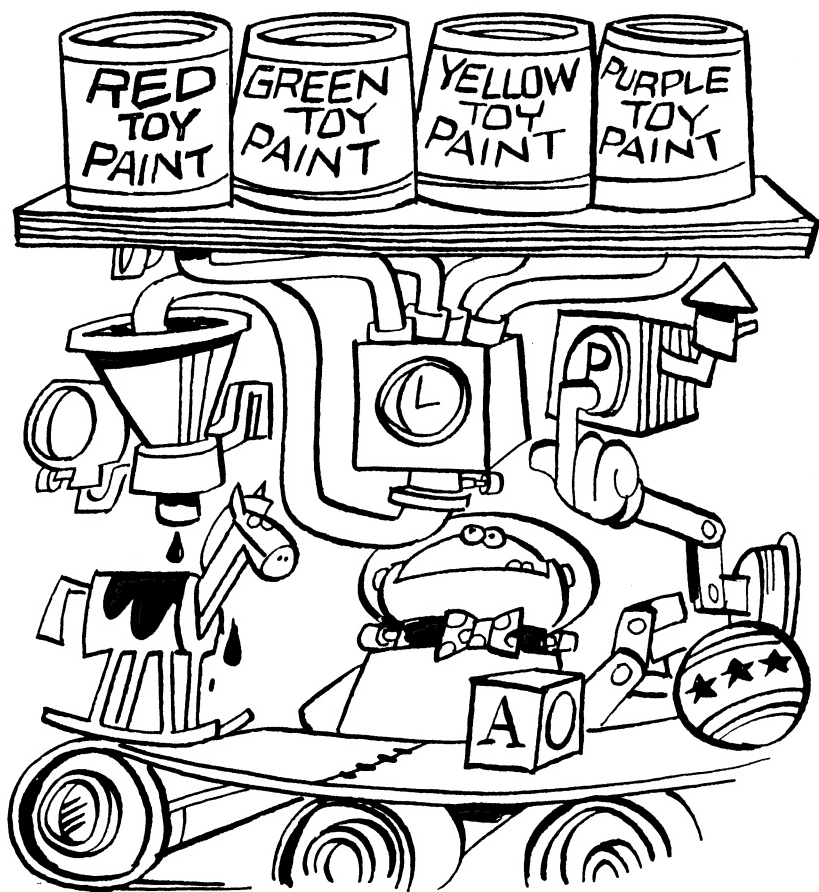
GETTING STARTED

Plug a joystick into port #1, and select how hard a game you want to play. To stop the music, press the 'S' key. To re-start it, press the 'S' key again. When you're ready to begin, press the START key or the joystick button.

As the toy painter, you have to paint each toy with your painting machine as the toy moves along the assembly line below you. To move the painting machine, move the joystick handle from side to side. When you're ready to drop the paint on an unpainted toy, press the trigger button.



Try to make the paint land on the toy. Also, don't paint toys that are already painted. You want to be careful not to waste any paint because there are a lot of toys that need painting. When you want to change the color of the paint you're using, press the 'P' key on the keyboard to change from yellow to red to green to purple paint.



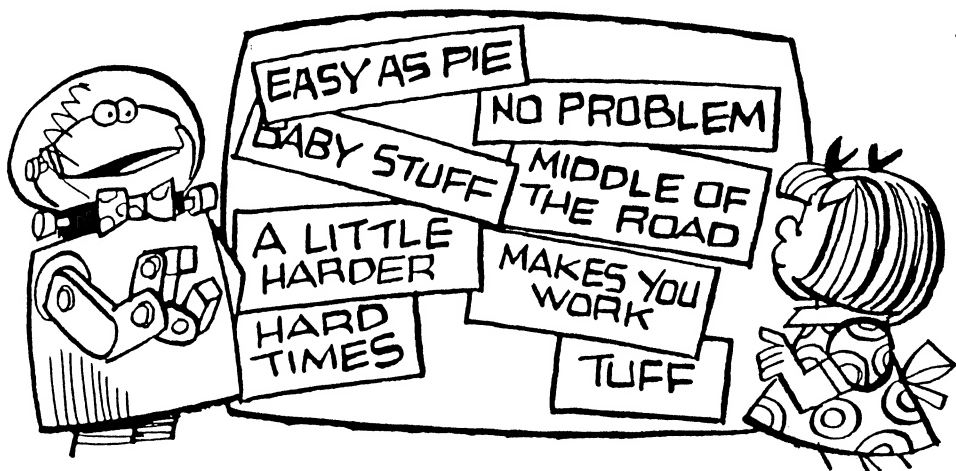
PARENTAL POINTERS

LEVELS OF DIFFICULTY

The six skill levels offer a wide range of playing difficulty, making TOY FACTORY suitable for children of all ages. Choose an initial skill level with the SELECT key whenever the 'SELECT LEVEL' message is displayed.

Level 1 is intended for very young children. Here, the assembly line moves slowly and no points are lost for painting errors. At the end of the game, a new supply of paint is given and the game continues on the same level regardless of points earned.

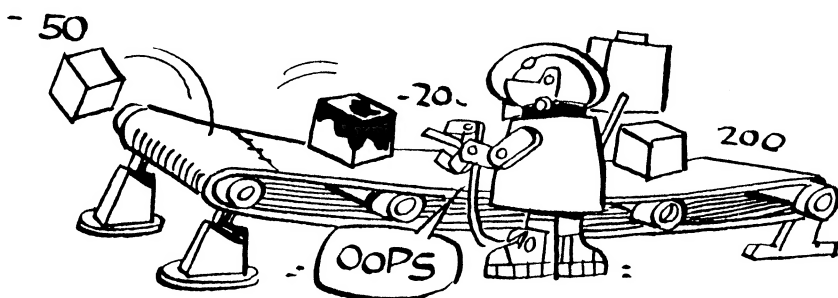
Levels 2, 3, 4 and 5 are increasingly difficult. As the level increases, the toys move faster and are spaced more closely together on the assembly lines. From these levels, the round ends when the painting machine is empty. If 2600 points were earned during the round, another supply of paint is provided and a new round begins at the next highest skill level. Otherwise the game ends and you may start again.



SCORING

Points are awarded as follows:

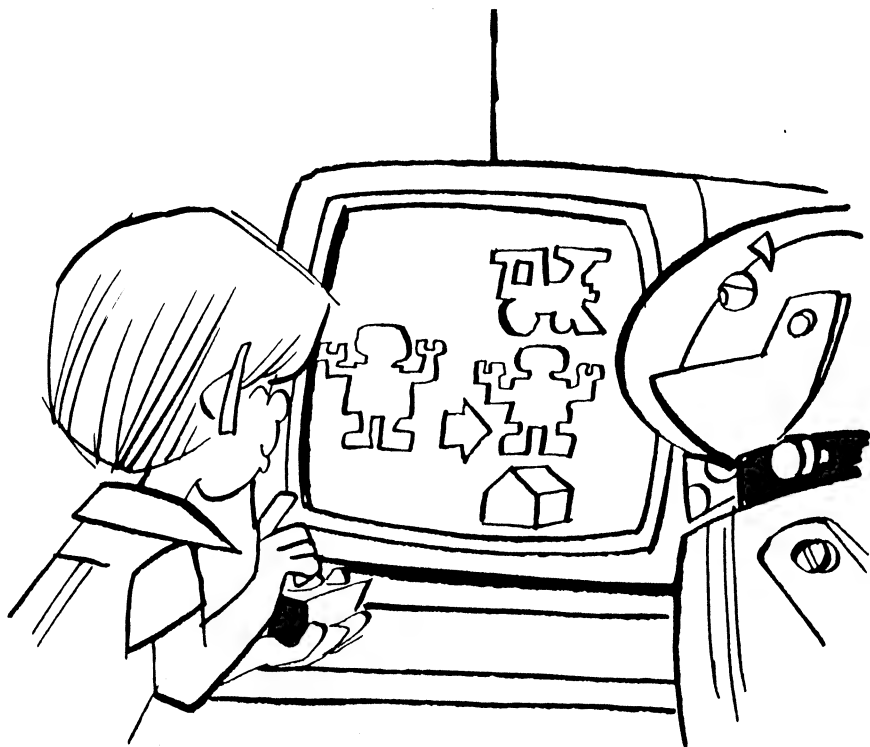
Painting a toy on top belt:	100 points
Painting a toy on bottom belt:	200 points
Repainting a toy:	-20 points
Failing to paint a toy:	-50 points



OTHER FEATURES

1. The game may be interrupted at any time toys are moving along the assembly lines. Press the **SELECT** or **START** key and the game will restart.
2. Terminate the game by pressing the **SYSTEM RESET** key.
3. To return to the initial main menu in the disk version, press the **OPTION** and the **SELECT** keys together. With the tape version, pressing the **OPTION** and the **SELECT** keys together will load the next program.

KID STUFF



Proto's youngest friend, Mikey, just got a new game called KID STUFF, and is showing it to Proto. Mikey says that this new game will teach all their other young friends how to match objects and shapes. Proto is eager to learn how to play this new earthly game because matching is important for Proto back on his home planet. There he must be able to match planets with their moons. Proto carefully watches as Mikey shows off his new skills.

STARTING UP

Plug a joystick into port #1 and select how hard a game you want to play by pressing the SELECT key. Then press the START key when you're ready to begin. The KID STUFF theme song and dance will play for you before the game begins.



MATCHING

The object of the game is to match up a pair of shapes. Look at the shape on the left of your screen and find the same shape on the right of your screen. When the arrow points to the correct shape, press the trigger button on the joystick.

PARENTAL POINTERS

LEVELS OF DIFFICULTY

KID STUFF is designed especially for pre-school age children. Its difficulty levels allow a child to progress from making simple object comparisons to distinguishing similar, complex shapes. Choose an initial skill level with the **SELECT** key. Change from **EASY** to **MODERATE** to **HARD** and then back to **EASY**. When the desired difficulty level appears on the screen, press **START** to begin the game.

In choosing a difficulty level, it's helpful to know that the **EASY** level consists of specific objects (man, house, camel, tree, etc.) which are obviously different from each other. Every child should start at this level to learn how the game is played and to gain confidence and skill in using the computer. The **MODERATE** level is made up of abstract shapes which have significant differences. Here the child looks at the design or shape. The **HARD** level consists of groups of objects which look very similar (lines, boxes, circles, etc.). Some children may have trouble when they first try this level but soon will learn to look closely in order to distinguish designs.



OTHER FEATURES



KID STUFF is designed to teach matching skills and hand/eye coordination through positive reinforcement. When a correct match is made, pleasant musical tones will sound, the two matching objects will blink twice, and the score of correct matches will increase.

After each set of ten correct matches, a 'reward' screen will be displayed featuring the **KID STUFF** dancing character and theme song. If an incorrect match is entered, a non-musical tone will sound signaling that a mistaken match has been selected. The child gets as many additional chances as he/she needs and won't lose points or be penalized.

The score starts with zero and will continue counting indefinitely. You may re-start the game any time the flashing arrow appears by pressing the **SELECT** key or the **START** key.

The game may be ended by pressing the **RESET** key. The **BREAK** key has been disabled in **KID STUFF** to prevent accidental interruption of the game. If the computer is turned off, the **KID STUFF** program must be re-loaded before the game can be played again.

To return to the main menu in the disk version, press the **OPTION** and the **SELECT** keys together. In the tape version, pressing the **OPTION** and the **SELECT** keys together will load the next program.

Finally, it should be noted that **KID STUFF** may be played without a joystick. Choices are made by first pressing and then immediately releasing any keyboard key (except the **SHIFT**, **CTRL**, and **BREAK** keys).

FLOWER MAGIC



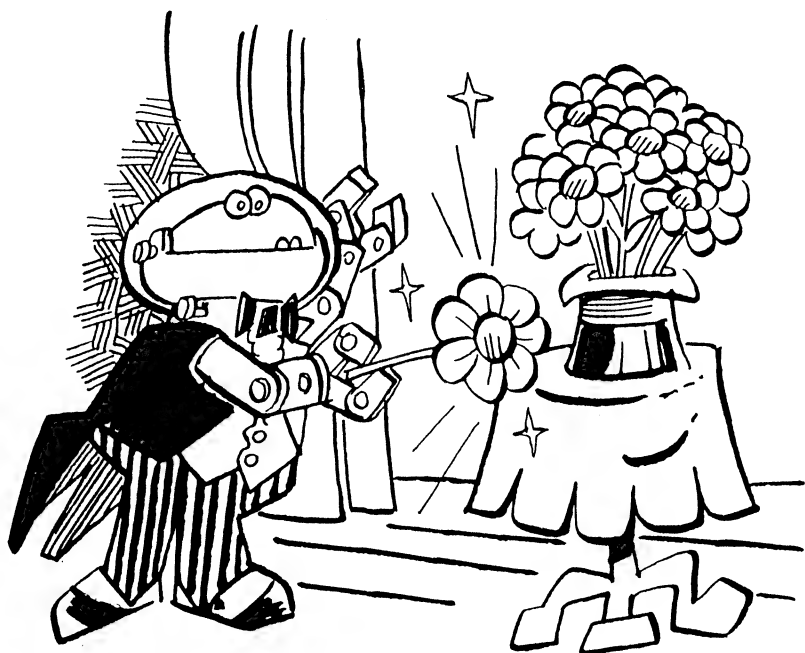
Proto has been working hard and learning new things all day. He decides he wants a change and needs to relax a little. Wouldn't he love to play a fun and light magical game right now! He goes to his closet and finds **FLOWER MAGIC** among the other games on the shelves. It looks like it's lots of fun to play and easy to learn, so Proto opens up the box and proceeds to discover the magic of **FLOWER MAGIC**.

GETTING STARTED

Plug a joystick into port #1. Next select how hard a game you want to play using the SELECT key. Press the START key to begin.

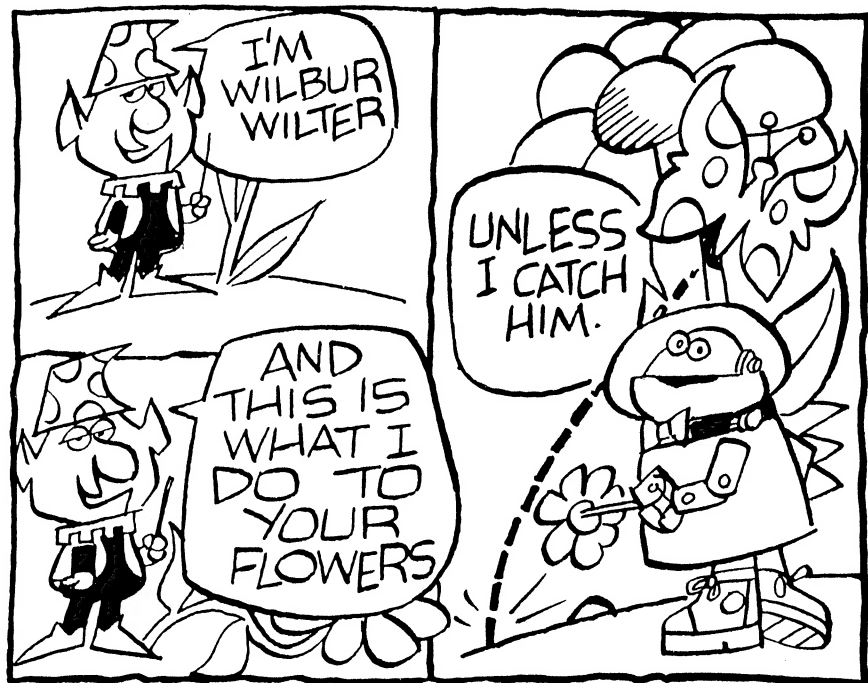
PERFORMING MAGIC

Your joystick is your 'magic wand'. When you move the joystick, you move your 'magic wand'. With your 'magic wand' you can change a growing plant into a pretty flower by merely touching it with your wand. If you don't touch the plant when it is young, it will turn into a pesky weed instead.



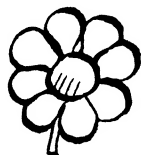
In the harder levels, watch out for the sneaky elf. He'll try to change the flowers back into weeds. To stop the elf from playing his tricks, just touch him with your 'magic wand' and turn him into a harmless butterfly.

Always try to create as many flowers as you can and to stop the elf from turning your growing plants and flowers into weeds. Remember, you can perform all these magical tricks with your 'magic wand'.



PARENTAL POINTERS

LEVELS OF DIFFICULTY



FLOWER MAGIC features a wide range of skill levels, so that it is suitable for very young or inexperienced players, as well as being fun and challenging for older and more experienced children. Playing the game depends upon the skill level in effect. To choose an initial skill level, press the SELECT key when the 'SELECT MESSAGE' is displayed. Then press the START key to begin.

LEVEL 1



This level is suitable for the very youngest players as there are no time limits or penalties imposed here. An array of plants is displayed on the screen and the player moves the 'magic wand' with the joystick to touch each plant. When touched, the plants magically burst into bloom with a 'ping'.

LEVELS 2 and 3



Here the plants grow, one at a time, in random spots on the screen. If the player doesn't touch the growing plant with the 'magic wand' in time, it will grow into a weed instead of a flower, and cannot be made to bloom thereafter. The plants grow faster in level 3 than in level 2.

LEVELS 4, 5, and 6



These levels are similar to level 3 but contain an extra element of excitement because a mischievous elf, Wilbur Wilter, occasionally moves across the screen, changing the flowers that he touches into weeds. The player may stop the elf by touching him with the 'magic wand'. This temporarily changes Wilbur into a butterfly which flutters harmlessly away. As the level number increases, the flowers grow faster, the 'magic wand' moves faster, and the elf appears more often.

OTHER FEATURES

The game automatically returns to the **SKILL LEVEL/START** screen after a full array of flowers has been created. The player may select another skill level with the **SELECT** key and/or begin a new round by pressing the **START** key.

The game may be interrupted during play whenever the 'magic wand' is visible. Press the **START** key to begin a new game at the present skill level. Press either the **OPTION** or the **SELECT** key to return to the **SKILL LEVEL/START** screen.

To return to the main menu in the disk version, press the **OPTION** and the **SELECT** keys together. Pressing the **OPTION** and the **SELECT** keys together in the cassette version will load the next program.

The game may be ended by pressing the **SYSTEM RESET** key or by turning off the computer.



Proto's FUN DAY!

by
M.W. Ice

Children 4-10 years old can play with Prototype in these delightful learning experiences.

KIDSTUFF

Proto likes to match Earthly shapes and compare them with those of his home planet.

FLOWERMAGIC

Proto has found a magic wand that makes flowers grow and keeps the mischievous elf away!

TOY FACTORY

When the toy painter takes a break, you and Proto get a chance to paint all the toys.

REQUIRES

Basic Cartridge

Joystick

16K Tape or 32K Disk